

Lecturer and
industry

professional with 10+ years of experience teaching technology, art, and design courses at the undergraduate and postgraduate levels. Regularly supervised BA thesis and authored multiple in-class and online courses for several universities.

SOFTWARE KNOWLEDGE

Autodesk:	Maya, 3DSMax, Mel, MotionBuilder, Mudbox, Blender, Rhino
Adobe:	Photoshop, Substance Painter, AfterFX, Flash/Animation, Illustrator, Audition
Engines:	Unreal, Unity 2D & 3D, Vicious Engine, Havok
Educational:	Canvas, Blue Button, Moodle, Edmodo
MISC:	ZBrush, Camtasia Studio, Sound Forge, Perforce, Jira, PowerPoint Confluence, MS Office, XL, Git, Word Press, Wix

TEACHING EXPERIENCE

Instructor of Game Design and Art @ SEA Expression Center	May 2018 - Present
Curriculum Developer @ Linden Labs Project Sansar	Oct 2015 - Dec 2016
Author/Designer of "Photoshop for Games" @ Peachpit/Pearson Press	Nov 2013 - March 2014
Online Instructor & Curriculum Developer @ Academy of Art	Fall 2004 - 2020
Instructor @ San Francisco Art Institute	Fall 2004 - Spring 2005

PAST Professional Experience

31st Union/2K - Consultant
Asylum Labs, Inc. - Art Director
Tell Tale Games - Cinematic Artist
Visual Concepts/2K Sports - Cinematic Artist
Gloops/Nexon Mobile - Lead Technical Artist
Maxis/EA - Cinematic Scriptor/3D Generalist
Tagged, Inc. - Lead 3D Artist
2K Marin - Cinematic Scriptor
Mind-Control Software - Senior Artist/Lead Animator/Technical Artist
Havok (US) - Lead Technical Artist
Totally Games - Senior Artist/Animator/Technical Artist
Planet Moon Studios - Lead Animator
Shiny Entertainment - Animator

SHAWN NELSON

Shawn Nelson
Instructor of Digital Arts

<https://www.snelsondigitalinstructor.com/>

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415-412-6023

TEACHING HISTORY

Classes Taught:

SAE

3D Art and Animation for Games
Animation for Games
Final Project Preparation
3D Art and Animation for Games
Art and Animation for Games
3D Art and Animation for Games
Animation for Games
Architectural Design and Modeling
Character Rigging
Final Project Preparation
Game Development Capstone
Game Feel and Juice
Game Production 2
Interface Design

Academy of Art

CA3D 468 v1 : Games: Animation
CA3D_467 v1: Games: Character
Animation
ANM 686 v1 : MS: 3D Character
Animation 1
ANM 333 v2 : Games: Animation
GAM 202 v1 : 3D Animation for
Games
GAM 202 v2 : 3D Animation for
Games

ANM_205v1 : Careers in Animation & VFX ANM
101 v2 : Introduction to Computer Graphics for
Animation WNM800 OL45: MS: Directed Study
ANM105 v2 : Computer Animation Production
AE_29_OL1: Intro. to 3D Modeling & Animation

Academy of Art Online Classes Authored:

AE_29_OL1 V3,4,5,6: Intro. to 3D Modeling &
Animation
CA3D 468 v1,:Games: Animation
ANM 333 v2 : Games: Animation ANM 101 v2:
Introduction to Computer Graphics for
Animation

Linden Labs Tutorials:

Introduction to Modeling in Sansar
Introduction to PBR Material Creation and
Application in Sansar
Introduction to Creating Animated Avatars in
Sansar
Introduction to Rigging in SanSar
Introduction to the Sansar Interface

Academy of Art Video Demos:

Storyboards
Concept drawing
Web Page Development
Skeleton Mockups for the web
Architectural layout for drawing buildings Web
Content construction
Mechanical Illustration of a robot
3D Photoshop Sign

EDUCATION

MFA in Computer Animation - **University of Southern California**
Character Animation Certificate Program - **California Institute of the Art**
Bachelor of Arts: Sculpture - **Academy of Art San Francisco**